

Manitoba Softball and Fastball Association



Official Handbook

- RULES
- CONSTITUTION
- BY-LAWS

Published by authority of the
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ASSOCIATION

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PLAYING RULES

(All M.S.A. By-laws appearing in this Rule Book are to be considered as incorporated and part of the Playing Rules of the said Rule Book).

Rule 1.—The Playing Field

SEC. 1. The playing field shall be defined as that area within which the ball may be legally played or fielded. The playing field shall have a clear and unobstructed area within a radius of 200 feet from home plate between the foul lines. Outside the foul lines and between the home plate and the backstop there shall be an unobstructed area not less than 25 feet in width.

SEC. 2. Whenever backstops, fences, stands, or standards for ropes are erected, or spectators, vehicles or other obstructions are permitted within the prescribed area, leagues or opposing teams may by ground or special rules, establish the limits of the playing field. (See Sec. 4, Rule 19).

Rule 2.—The Diamond

The official diamond shall have 60-foot base lines, with a pitching distance of 46 feet (38 for girls).

Rule 3.—Laying Out Diamond

Determine the position of the home plate. Draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of the home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord, at 46 feet (38 feet for girls), 60 feet, 84 feet, 10 $\frac{1}{4}$ inches, and at 120 feet.

Place the cord (without stretching) along the direction line and at the 46-ft., (42-ft. or 39-ft.) mark place a stake—this will be the front line at the middle of the pitcher's plate. Along the same line drive a stake at the 84 ft. 10 $\frac{1}{4}$ inches mark—this will be the centre of second base.

Place the 120-foot marker at the centre of second base and taking hold of the cord at the 60-foot marker, walk to the right of the direction line until the cord is taut (but not stretched) and drive a stake at the 60-foot marker—this will be the outside corner of first base and the cord will now form the lines to first and second bases. Again holding the cord at the 60-foot marker, walk across the field and in like manner mark the outside corner of third base. Home plate, first and third bases are wholly inside the diamond.

To check the diamond, place the home plate end of the cord at the first base stake and the 120-foot marker at third base. The 60-foot marker should now check at home plate and second base.

Check all distances with a steel tape whenever possible.

THE THREE-FOOT LINE. Starting at a point half-way between home plate and first base and three feet outside the base line, draw a line parallel to and three feet from the base line to a point 10 feet beyond first base.

THE BATTER'S BOX. The batter's box (one on each side of home plate) shall measure 3 x 7 feet. The inside line of the batter's box shall be 6 inches from the home plate. The front line of the batter's box shall be 4 feet in front of a line drawn through the centre of home plate and the back line shall be 3 feet back of the centre of home plate.

THE COACHER'S BOX. Starting at a point outside the diamond at first and third bases, lines 15 feet in length shall be drawn toward



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the home plate parallel to and 6 feet from the base-lines.

THE CATCHER'S BOX. The catcher's box shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches in width.

NOTE—Backstop and boundary fence shall be no closer than 25 feet to home plate or base lines.

Rule 4.—Equipment

SEC. 1. The bat shall be round, made of hard wood, and shall be of only one piece, not more than 34 inches in length and not more than $2\frac{1}{8}$ inches in diameter at its largest part.

NOTE—A tolerance of $\frac{1}{16}$ inch is permitted to allow for expansion.

The bat shall have a safety grip of cork, tape or composition material. Such safety grip shall be not less than 10 inches in length and shall extend not more than 15 inches from the small end of the bat.

SEC. 2. The official softball shall be a regular smooth-seam, concealed stitch or flat surfaced ball of any type.

Condensed Specifications: Three to four ounces of finest No. 1 Quality Long Fibre Kapok compressed, hand or machine wrapped with fine quality twisted yarn and covered with Latex or rubber cement. Cover of finest quality No. 1 Chrome Tanned Horse or Cow Hide with no imperfections, cemented to the ball by application of cement to underside of cover and sewed with Waxed Thread of Cotton or Linen.

The finished ball shall not be less than $11\frac{1}{8}$ inches nor more than $12\frac{1}{8}$ inches in circumference, and shall weigh not less than 6 ounces nor more than $6\frac{1}{4}$ ounces. Raised out-seam balls are illegal.

SEC. 3. The home plate shall be made of rubber, or other suitable material, and shall be a five-sided figure 17 inches wide across the centre and 17 inches across the edge facing the pitcher; the sides shall be parallel to the inside lines of the batter's boxes and shall be $8\frac{1}{2}$ inches in length; the sides of the point facing the catcher shall be 12 inches in length.

SEC. 4. (a) The pitcher's plate shall be of wood or rubber, 24 inches long and 6 inches in width. The front line of the pitcher's plate shall be 46 feet from the outside corner of the home plate, and the top of the pitcher's plate shall be level with the ground. (b) For girl's play the official pitching distance shall be 38 feet. (c) 42 feet for Intermediate and Junior Men.

SEC. 5. The bases, other than home plate, shall be 15 inches square and shall be made of canvas or other suitable material. Bases should be securely fastened in position. See Sec. 9, Rule 28. Note to Rule 29.

SEC. 6. Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman. No top lacing, webbing or other device between the thumb and body of a glove or mitt worn by a first baseman or other fielder shall be more than 4 inches in length.

SEC. 7. A shoe shall be considered official in Fastball games if it is: (a) made with either canvas or leather; uppers or similar material with or without soft rubber cleats; (b) made with uppers of leather or similar material with hard rubber cleats; (c) made with uppers of leather or similar material with ordinary metal sole and heel plates, the spikes of which shall in no case extend more than $\frac{1}{2}$ -inch from the sole or heel of the shoe. Track spikes are illegal and will be barred.

SEC. 8. Masks must be worn by catchers, and women catchers must wear both masks and body protectors. (This part of the rule may be modified by local regulations, for intermediate and junior classes).

NOTE—Women's Uniforms: As a precaution against injury and infection, it is recommended that women and girl players wear knickers, slacks, or full length trousers.

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Rule 5.—Teams, Players and Substitutes

SEC. 1. A team shall consist of nine players, whose position shall be designated as follows: Catcher, Pitcher, First Baseman, Second Baseman, Third Baseman, Shortstop, Left Fielder, Centre Fielder and Right Fielder. Players of the team in the field may be stationed at any points on fair ground which their captain may elect, except that the pitcher, while in the act of delivering the ball to the batsman, must take his position as defined in Rule 8, and the catcher must be within the lines of his position.

SEC. 2. No team shall be permitted to start or to continue a game with less than nine players and each side should have sufficient substitutes to carry out the provisions of this Section.

SEC. 3. A substitute may take the place of a player whose name is in his team's batting order, but the player for whom he is substituted shall not thereafter participate in the game, except as coaches.

SEC. 4. A base-runner may have another player run for him by and with the consent of the opposing manager, and when such permission is given both the regular runner and the relief runner shall be eligible for further participation in the game.

SEC. 5. A player shall be considered in the game when his name has been entered upon the official score sheet or has been announced, and if another player is substituted for such entered or announced player, he shall not again participate in that game, except as coacher.

SEC. 6. The pitcher first entered upon the official score sheet or announced to start shall continue to pitch until the first opposing batsman has completed his turn at bat.

In the event of the substitution of a pitcher the new pitcher shall continue to pitch until the batsman then at bat or the first batsman opposing such new pitcher has completed his turn at bat or the side has been retired.

SEC. 7. Whenever one player is substituted for another, whether as batsman, base-runner or fielder, the umpire should immediately be notified and he in turn, should announce the substitution to the spectators. Play shall be suspended while each announcement is being made. Provided, however, through oversight such announcement has not been made, the substitute shall not be called out therefore but shall be considered in the game as follows:

If a pitcher, when he takes his place on the pitcher's plate.

If a batter, when he takes his place in the batter's box.

If a fielder, when he takes the place of the fielder substituted for.

If a runner, when the substitute replaces him on the base he is holding; and any play made by or on such unannounced substitute shall be legal under these rules.

NOTE—Leagues may, by special rule, assess a fine or other penalty against a manager who fails to report, or an umpire who fails to announce a substitution, but there can be no penalty against the substitute player for failure to make such report or announcement.

Rule 6.—The Game

SEC. 1. A regulation game shall consist of nine innings, unless the team second at bat scores more runs in eight innings than the team first at bat has scored in nine innings.

SEC. 2. It is a regulation game if the team last at bat in the ninth inning scores the winning run before the third man it out.

SEC. 3. It is a regulation game if it be called by umpire on account of darkness, rain, fire, panic or other causes which puts the patrons or players in peril, provided five or more innings have been played by each side; or if the team second at bat shall have scored more runs at the end of its fourth inning or in any part of its fifth inning than the team first at bat has scored in five completed innings.

When a game is called in any inning after the fifth the score shall be what it was at the time the game was called if the team second at bat has more runs than the team first at bat or if the team second

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at bat has in that inning tied the score. If the team second at bat has less runs than the team first at bat when the game is called the score shall be that of the last completed inning by both sides.

SEC. 4. If the game be a tie at the end of nine innings for each team, play shall be continued until one side has scored more runs than the other team in an equal number of innings; provided that if the side last at bat scores the winning run before the third man is out in any inning after the ninth, the game shall terminate and be a regulation game.

SEC. 5. A regulation drawn game shall be declared by the umpire if the score is equal on the last even inning played when he terminates play in accordance with Sec. 3 of this rule after each team has played five or more complete innings. If the side that went second to bat is at bat when the game is terminated, and has scored in the incompleting inning the same number of runs as the other side, the umpire shall declare the game drawn without regard to the score of the last equal inning. If the side last at bat shall, before the completion of its fifth inning, equal the score made by the opposing side in five complete innings, the game shall be legally drawn.

NOTE—A regulation draw (tie) game is to be replayed from the beginning. However, if batting and fielding records are kept, players should be given credit for performance in regulation draw games.

Rule 7.—Forfeited Games

A forfeited game shall be declared by the umpire in favor of the team not at fault, and the score shall be recorded at 9 to 0, in the following cases:

SEC. 1. If a team fails to appear upon the field, or being upon the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within the time set for forfeiture by the organization in which the team is playing.

SEC. 2. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.

SEC. 3. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after the umpire has called "Play".

SEC. 4. If a team employs tactics palpably designed to delay the game.

SEC. 5. If, after warning by the umpire, any one of the rules of the game is wilfully violated.

SEC. 6. If the order for the removal of a player is not obeyed within one minute.

SEC. 7. If, because of the removal of players from the game by the umpire, or for any cause, there are less than nine players on either team.

Rule 8.—Choice of Innings—Fitness of Field

The home team shall have the choice of being the "home" team in the first game of a series, then the teams shall alternate until and if the series becomes tied. The "home" team for the final game then shall be decided by the toss of a coin with the visiting team having the privilege of calling the toss.

Umpires shall be the sole judges of the fitness of the field at game time and during play and suspension of play. See By-law 3, Sec. f.

Rule 9.—Pitching Rule

(a) Preliminary to pitching, the pitcher shall come to a full stop facing the batsman, with both shoulders in line with first and third base, with the ball held in both hands in front of the body and with both feet squarely on the ground and in contact with the pitcher's plate, for not less than one second before taking one hand off the ball at the start of the wind-up or back swing.

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NOTE—The body, feet, arms and hands must come to a full and complete stop at the same time before taking one hand off the ball at the start of the wind-up or back-swing.

(b) The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

(c) In the act of delivering the ball to the batsman the pitcher shall not take more than one step, which must be forward and toward the batsman. The step must be taken simultaneously with the delivery of the ball to the batsman.

NOTE—The pitch starts when one hand is taken off the ball. The pitch is completed with a forward swing of the pitching arm and a step toward the batsman.

(d) A legal delivery shall be a ball which is delivered to the batter underhand and with a follow through of the hand and wrist past the straight line of the body before the ball is released. The pitcher may use any wind-up he desires providing that in the final delivery of the ball to the batter, the hand shall be below the hip and the wrist not further from the body than elbow.

(e) At no time during the progress of the game shall the pitcher be allowed to use tape, or other substance, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under the supervision and control of the umpire, powdered resin may be used to dry the hands.

No white or light uniform shall be worn by pitcher during game.

NO PITCH, No pitch shall be declared whenever the pitcher pitches during a suspension of play or when he attempts a quick return of the ball before the batsman or base-runner has taken position or is off balance as the result of a previous pitch.

NOTE—League officials and umpires are urged to insist upon a strict compliance with the Pitching Rule, especially as to stop and final motion of delivery. Illegal pitching does not require an appeal by the opponent, and umpires should call illegal pitches immediately.

Rule 10.—Illegal Pitches

An illegal pitch, entitling the base-runner or runners to advance one base, shall be called by the umpire as follows and in each of the cases cited a ball shall also be called in favor of the batsman:

1. Any delivery of the ball to the batsman without previously taking position as defined in (a) and (b), Rule 9.

2. If the pitcher takes more than one step before releasing the ball.

3. Final delivery of the ball to the batsman with the hand above the hip and the wrist of the pitching arm farther from the body than the elbow.—(d), Rule 9.

4. Failure to follow through with the hand and wrist past the straight line of the body.—(d), Rule 9.

5. Rolling the ball along the ground or dropping the ball, by the pitcher while the pitcher is in pitching position. Sec. 3, Rule 12.

Note: A distinction must be made between a deliberate attempt to prevent the batter hitting the ball, and a poorly executed legal delivery. An illegal pitch is not called under this Section unless, in the opinion of the umpire, the ball is rolled, drifted or bounced to prevent the batter from striking it.

6. Holding the ball by the pitcher more than 20 seconds.

7. Making any motion to pitch without immediately delivering the ball to the batsman. Sec. 6, Rule 12.

NOTE—This bars the so-called "rocker" action of a pitcher who, after having the ball in both hands in pitching position, separates the hands making a backward and forward swing of the pitching arm bringing the ball again into both hands in front of the body, or any type of wind-up in which there is a stop or reversal of the forward motion. This also bars more than one revolution in the so-called "Windmill Pitch". This does not bar a wind-up in which the motion of the pitching arm is continuous even though the hand taken off the ball may again touch and travel with the ball in the course of such wind-up.

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8. Delivery of the ball to the batsman when the catcher is outside the lines of the catcher's position as defined in Rule 3, Sec. 6, Rule 28.

9. If the pitcher continues to wind-up after taking the step, before releasing the ball, or continues to wind-up after releasing the ball.

10. If the pitcher takes pitching position on or near the pitcher's plate without having the ball in his possession.

In each of the foregoing cases the ball shall be dead and not in play until again put in play at the pitcher's box.

Rule 11.—Fairly Delivered Ball

SEC. 1. A fairly delivered ball is a legally pitched ball which enters the strike zone before touching the ground and at which the batsman does not strike. The strike zone is that space over the home plate which is between the batter's armpits and the top of his knees when the batter assumes his natural stance.

Other cases in which the umpire shall call a strike are:

SEC. 2. A pitched ball struck at by the batsman without its touching his bat.

SEC. 3. A foul ball not caught on the fly unless the batsman has two strikes.

SEC. 4. A pitched ball at which a batsman strikes but misses and which touches any part of the person.

SEC. 5. A foul tip, by the catcher, while standing within the lines of his position.

Rule 12.—Unfairly Delivered Ball

SEC. 1. An unfairly delivered ball is a pitched ball which does not enter the strike zone, or which touches the ground before it reaches home plate, unless struck at by the batsman.

For every unfairly delivered ball the umpire shall call one ball.

SEC. 2. An illegally pitched ball.

SEC. 3. A ball rolled along the ground or dropped by the pitcher while in the pitching position.

SEC. 4. A ball shall be called each time the pitcher delays the game by failing to deliver the ball to the batsman for a longer period than 20 seconds, except that at the commencement of each inning, or when a pitcher relieves another, the pitcher may occupy one minute in delivering not to exceed five balls to the catcher or an infielder, during which time play shall be suspended.

SEC. 5. A ball shall be called each time the pitcher makes any motion to pitch without immediately delivering the ball to the batsman.

Rule 13.—Rules for Batsmen

Each player of the side at bat shall become a batsman and must take his position within the batsman's lines (as defined in Rule 3) in the order that his name appears in his team's batting order.

Rule 14.—Order of Batting

SEC. 1. The batting order of each team must be on the score card and must be delivered before the game by the manager or captain to the umpire at the home plate, who shall submit it to the inspection of the manager or captain of the other side. The batting order delivered to the umpire must be followed throughout the game unless a player be substituted for another, in which case the substitute must take the place in the batting order of the retired player.

SEC. 2. After the first inning the first batter in each inning shall be the batsman whose name follows that of the last man who completed his "time at bat" in the preceding inning.

When the third out in an inning may be the result of a base-runner leaving his base too soon on a pitched ball and a batsman is put out

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or becomes a base-runner on the same pitch, the same batsman shall be the first batter in the next inning. (Refer to Scoring of Put-Out, —Note).

SEC. 3. A batsman has completed his "time at bat" when he has become a base-runner, as defined in Rule 27, or has been put out according to the provisions of Rule 21.

Rule 15.—A Fair Hit Ball

A fair hit ball is a legally batted ball that,

SEC. 1. Settles on fair ground between home and first base, or between home and third base;

SEC. 2. Is on or over fair ground when bounding to the outfield;

SEC. 3. Touches first, second or third base;

SEC. 4. While on or over fair ground touches the person or clothing of an umpire or player;

SEC. 5. First falls on fair ground beyond first or third base.

A fair fly must be judged according to the relative position of the ball and the foul line and not as to whether the fielder is on fair ground or foul ground at the time he touches the ball.

NOTE: A batted ball which first touches foul ground and then rolls or bounds into fair territory before having touched any object other than the playing field is a fair ball, provided it rolls or bounces into the diamond before reaching first or third bases. A batted ball which first touches fair ground and rolls foul and then again rolls into the diamond before reaching first or third bases is a fair ball provided that while the ball was on or over foul territory it did not touch any person or thing other than the playing field.

Rule 16.—A Foul Hit Ball

A foul hit ball is a legally batted ball that,

SEC. 1. Settles on foul territory between home and first base or home and third base;

SEC. 2. Bounds past first or third base on or over foul ground;

SEC. 3. Falls on foul territory beyond first or third base;

SEC. 4. While on or over foul ground touches the person of the umpire or player.

NOTE—A batted ball which touches any person, or object, such as a bat, glove, fence, bench or screen, or is handled by a fielder while on or over foul territory, is a foul ball regardless of where it may go there-after.

Rule 17.—A Foul Tip

A foul tip is a ball batted by the batsman while standing in the lines of his position that goes sharp and direct to the hands of the catcher and is legally caught. A foul hit ball which rises higher than the batsman's head shall not be a foul tip under this rule.

Any foul tip caught is a strike and the ball remains in play.

Rule 18.—A Bunt Hit Ball

A bunt is a batted ball which is tapped slowly within the infield. A ball which touches the bat while the batsman is attempting to avoid being hit by a pitched ball shall not be considered a bunted ball under this rule.

Rule 19.—Balls Batted Outside Playing Field

SEC. 1. When a batted ball passes outside the playing field the umpire shall declare it fair or foul according to where it leaves the playing field.

SEC. 2. A fair-batted fly ball that goes over the fence or into a stand shall entitle the batsman to a home run, unless it passes out of the grounds or into a stand at a less distance than 200 feet from

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the home base, in which case the batsman shall be entitled to two bases only. In either event the batsman must touch the bases in regular order. The point at which the fence or stand is less than 200 feet from the home base shall be plainly indicated for the umpire's guidance.

SEC. 3. A fair hit ball that bounds or rolls into a stand or over, UNDER or THROUGH a fence or other obstruction marking the boundaries of the playing field, shall be a two-base hit.

SEC. 4. The ball shall not be playable outside the established limits of the playing field. See Rule 1.

Rule 20.—An Illegally Batted Ball

An illegally batted ball is a ball hit in any way by the batsman when either or both of his feet are upon the ground outside the lines of the batsman's position.

Rule 21.—When Batsman Is Out

THE BATSMAN IS OUT:

SEC. 1. If he does not bat next after the player who precedes him in the batting order.

If the error is discovered AFTER an improper batsman has completed his turn at bat and BEFORE there has been a pitch to another batsman the player who should have batted is out.

Only the player who should have followed the player preceding him in the batting order is out.

If a player is called out for failing to bat, no act of the player who batted in place of the man called out is legal, and any runs scored or bases run while the improper batsman was at bat are nullified and all runners must return to the bases occupied when the improper batsman took his position in the batter's box.

The next batter is the player whose name follows that of the player called out for failing to bat.

If the error is discovered before the improper batsman has completed the turn at bat, the player who should have batted may replace the improper batsman at the plate, in which case the balls and strikes, if any, must be counted in the time at bat of the regular batsman.

If the error is discovered while the improper batsman is at bat and the proper batsman replaces him at the plate, then any runs scored or bases run while the improper batsman was at bat shall be legal.

If the improper batsman has completed his turn at bat and the ball has been pitched to another batsman, then the turn at bat of the improper batsman shall be legal and the next batter in order shall be the one whose name follows that of the improper batsman.

Players who have not batted and have been called out under this rule have simply lost their turn at bat until reached again in the regular order.

Should the batsman declared out under this section be the third out and his side thereby put out, the proper batsman in the next inning shall be the player who would have come to bat had the players been put out by ordinary play in the preceding inning.

NOTE—Much of the confusion in the application of this rule results from the use of the expression "Batting Out of Turn". No player is called out for batting out of turn. It is the man who DOES NOT BAT in his proper place is called out. Example: No. 2 in the batting order is on first base; No. 4 comes to bat in the place of No. 3 (the proper batsman); while No. 4 is at bat No. 2 steals second and scores when No. 4 singles, completing the time at bat. It is now discovered that No. 3 did not bat. No. 3 is out for failing to bat in his proper place; No. 2 must return to first base; No. 4 must now return to the plate and bat in his proper place.

If the error in batting has not been discovered until the ball had been pitched to the player following No. 4, no player could be

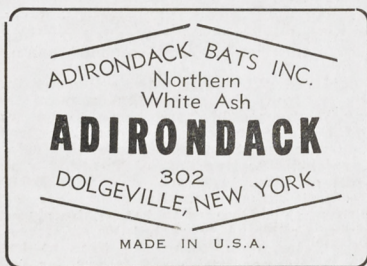
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called out; the run would score; No. 4 would remain on first base; No. 5 would now be the proper batsman; No. 3 would simply have lost his turn at bat until reached again in the regular order.

NOTE—This is an appeal play.

SEC. 2. If he fails to take his position within one minute after the umpire has called for the batsman.

SEC. 3. If he makes a foul hit, other than a foul tip, as defined in Rule 16, and the ball is caught by a fielder before touching the ground; provided it is not caught by a fielder's hat, cap, protector, pocket, or other part of his uniform, or does not strike some object other than a fielder before being caught.

SEC. 4. If he bats the ball illegally as defined in Rule 20.

SEC. 5. If he bunts foul after the second strike.

SEC. 6. If he attempts to hinder the catcher from fielding or throwing the ball by stepping outside the lines of the batsman's position, or in any way obstructs or interferes with that player; except that if a base-runner attempting to steal is put out, the batsman shall not be out; except also that the batsman shall not be under this section if the base-runner is declared out according to Sec. 14 of Rule 30.

SEC. 7. Immediately after he has three strikes if there are no outs or one out AND there is a runner on first base, or runners, on first and second bases, or runners on first, second and third bases, or runners on first and third bases.

NOTE—Under this Section the batsman does not become a base-runner, even though the third strike is not caught, thereby preventing a trick force play set up by the intentional dropping of a third strike. If first base is not occupied, regardless of the number of outs, the batsman becomes a base-runner on three strikes and the third strike must be caught or he must be thrown out.

If two are out, whether or not first or any other base is occupied, the batsman becomes a base-runner on three strikes and the third strike must be caught or he must be thrown out. (Refer to Secs. 4, 5, and 6, Rule 30).

SEC. 8. If the third strike struck at and missed touches any part of the batsman's person.

SEC. 9. If, before two are out, while first and second, or first, second and third bases are occupied, he hits a fair fly ball, other than a line drive or a bunted fly ball, that can reasonably be handled by an infielder or in the opinion of the umpire would have landed within or near the base lines.

SEC. 10. If he steps from one batsman's box to the other while the pitcher is in his position ready to pitch.

SEC. 11. If, after striking or bunting the ball, he intentionally strikes the ball a second time or strikes it with a thrown bat or deflects its course in any manner while running to first base, the ball is dead and no runners may advance. If the runner drops his bat and the ball rolls against the bat, and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.

SEC. 12. If any member of the team at bat interferes with any player attempting to field a foul fly, the batter is out.

NOTE—No bases shall be run if the batter is declared out under Secs. 4, 5, 6, 8 and 10 of this rule.

Rule 22.—Definitions

SEC. 1. A block is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game.

SEC. 2. Whenever a block occurs the umpire shall declare it and base-runners may advance, without liability to be put out, one base in addition to the one to which they were going at the start of the play in which the block occurs.

NOTE—A wild pitch or passed ball shall not be a block under this Rule.

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SEC. 3. A wild pitch is a legally delivered ball so high, low or wide of the plate that the catcher cannot or does not stop and control it with ordinary effort.

SEC. 4. A passed ball is a legally delivered ball that should have been held or controlled by the catcher with ordinary effort.

SEC. 5. A force-out can be made only when a base-runner legally loses the right to the base he occupies by reason of the batsman becoming a base-runner and he is thereby forced to advance.

Rule 23.—Ball Dead Not In Play

THE BALL IS DEAD AND NOT IN PLAY:

(1) If a pitched ball touches any part of the batsman's person or clothing while the batsman is standing in his position, whether the ball is struck at or not.

(2) In case of an illegally batted ball, or in case of batsman stepping from one box to the other when the pitcher is ready to pitch.

(3) In case of a foul hit ball not legally caught.

(4) In case of interference with the fielder or batsman.

(5) In case a fair hit ball strikes a base-runner or umpire before touching a fielder.

(6) In case an overthrown ball touches the person or clothing of a coacher.

(7) In case a block ball is declared.

(8) In case of an overthrown, if the ball touches any obstruction or person.

(9) In case of an illegally pitched ball, or a ball dropped or rolled along the ground by the pitcher.

(10) In case "No Pitch" is declared.

(11) In case a runner is called out for leaving his base too soon.

(12) In case a wild pitch or passed ball goes over or through the back-stop.

(13) If a batter intentionally strikes the ball a second time or strikes it with a thrown bat or deflects its course in any way while running to first base.

In all the foregoing cases the ball shall not be considered in play until it is held by the pitcher standing in his position and the umpire shall have called "Play".

Rule 24.—Ball In Play

The ball remains in play and base-runners may at their own risk run bases or be put out:

(1) After a fly ball, either fair or foul, or a foul tip, has been legally caught.

(2) After "four balls" has been called, provided that the— batsman cannot be put out before he reaches first base.

(3) After an interference by a fielder with a base-runner, provided that runner interfered with cannot be put out before he reaches the base to which he is going. Sec. 5, Rule 28.

(4) After base-runners have reached the bases to which they are entitled under Sec. 7, Rule 28.

(5) If a fair ball strikes an umpire on fair ground after passing a fielder. Sec. 1, Rule 28.

(6) If a fair hit ball strikes an umpire on foul ground. Sec. 1, Rule 28.

(7) In case of any overthrown ball which remains inside the foul lines.

(8) In case of any thrown or pitched ball which is not blocked or which does not touch an obstruction in foul territory. Sec. 3, 8, Rule 28.

(9) In case a thrown or pitched ball strikes an umpire. Sec. 4, Rule 28.

NOTE—Sec. 4, Rule 28 does not put the ball out of play, but simply limits the advance of the runner.

(10) And in all other cases except as provided in Rule 23.

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Rule 25.—An Overthrow

An overthrow is a ball thrown from one fielder to another to retire a runner who has not reached or is off his base, and which goes into foul territory on a play at first, third or home base. The advance of runners on an overthrow shall be determined by the base occupied by the runner at the time of the pitch preceding the overthrow.

NOTE—The difference between an overthrow and a passed ball. An overthrow is made only in making a play on a runner, while a passed ball is always a pitched ball. Also that in order to be an overthrow under this rule the ball must go into foul territory. A ball thrown past or over a baseman and which stays on fair ground is not an overthrow. This rule applies only at first, third and home. A ball overthrown in making a play at second base does not come under this rule even though the ball may go into foul territory.

Rule 26.—Legal Order of Bases

SEC. 1. The base-runner must touch each base in legal order, viz., first, second, third and home bases; and when obliged to return while the ball is in play, must re-touch the base or bases in reverse order. He can only acquire the right to a base by touching it, before having been put out, and then shall be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding base-runner. However, no base-runner shall score a run to count in the game ahead of the base-runner preceding him in the batting order, if there be such preceding base-runner who has not been put out in that inning.

SEC. 2. Having become a base-runner or having acquired legal title to a base, the base-runner can not run bases in reverse order for the purpose either of confusing the fielders or making a travesty of the game. Runners are to be called out for violation of this rule.

SEC. 3. In case a runner is being run down between bases, and the following runner occupies the same base the first runner has left, the second man cannot be put out while holding said base. If the first runner however, returns safely to the base he left and both runners are there occupying the same base, the second runner is the man out, if touched with the ball.

SEC. 4. The failure of a preceding runner to touch a base (and who is declared out therefor) shall not affect the status of a succeeding runner who touches each base in proper order; except that, after two are out, a succeeding runner cannot score a run when a preceding runner is declared out for failing to touch a base as provided in Rule 30, Sec. 11. This exception also applies to a batsman who hits the ball out of the playing field for an apparent home run.

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Rule 27.—When Batsman Becomes Base-Runner

SEC. 1. Instantly after he hits a fair ball.

SEC. 2. Instantly after three strikes have been called unless first base is occupied with less than two out. (Rule 21, Sec. 7. Rule 23, Secs. 4, 5, 6).

SEC. 3. Instantly after "four balls" has been called by the umpire.

SEC. 4. If the catcher interferes with him in, or prevents him from, striking at a pitched ball.

SEC. 5. If a fair hit ball strikes the person or clothing of the umpire or a base-runner on fair ground.

SEC. 6. If a pitched ball, not struck at, touches any part of the batsman's person or clothing, while standing in his position, unless in the opinion of the umpire, he plainly makes no effort to get out of the way of the pitched ball, in which case the umpire shall call a ball in accordance with Rules 11 and 12.

NOTE—A legally pitched ball which strikes the ground before hitting the batsman entitles the batsman to first base under the same conditions as though the ball had not struck the ground.

Rule 28.—Entitled To Bases

The base-runner shall be entitled without liability to be put out, to advance one base except where more specified, in the following cases:

SEC. 1. If, while the batsman, he becomes a base-runner by reason of "four balls" or being hit by a pitched ball, or for being interfered with in striking at a pitched ball, or if a fair hit ball strikes the person or clothes of an umpire or a base-runner before touching a fielder, provided that, if a fair hit ball strikes the umpire after having passed a fielder other than the pitcher, or having been touched by a fielder (including the pitcher), the ball shall be considered in play. Also, if a fair hit ball strikes the umpire on foul ground, the ball shall be in play.

SEC. 2. If the umpire awards to a succeeding batsman a base on "four balls" or for being interfered with by the catcher in striking at a pitched ball; and the base-runner is thereby forced to vacate the base held by him.

SEC. 3. If a ball delivered by the pitcher passes the catcher and touches any backstop, fence or building, within 25 feet of home plate, all base-runners shall be entitled to advance one base.

SEC. 4. If a thrown or pitched ball strikes the person or clothing of an umpire, the ball shall be considered in play and the base-runner, or base-runners, shall be entitled to not more than one base.

NOTE—This section states an exception to the opening paragraph of this rule in which runners are entitled to advance without liability to be put out. It limits the advance of runners to one base, but makes it necessary for them to make that base.

SEC. 5. If he is prevented from making a base by the obstruction of a fielder, except when a fielder is trying to field a batted ball, unless the fielder has the ball in his hand ready to touch the base-runner. The ball is still in play as far as other base-runners are concerned, affecting the runner interfered with after he has reached the base to which he is entitled because of the interference.

SEC. 6. It shall be illegal for the catcher to leave his designated position for the purpose of aiding the pitcher to give intentionally a base on balls to a batsman. If the catcher shall move out of position prior to the time of a ball leaving the pitcher's hand, all runners shall be entitled to advance one base. Sec. 8, Rule 10.

SEC. 7. If the fielder stops or catches a fair batted ball or thrown ball with his cap, glove, or any part of his uniform, while detached from its proper place on his person, the runner or runners shall be entitled to three bases if a batted ball or two bases if a thrown ball, and in other case the runner may advance further at his own risk. If a fair hit ball, which in the umpire's judgment would have cleared



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the field fence in flight, is deflected by the act of a defensive player in throwing his glove, cap or any article of his apparel, the runner shall be awarded a home run.

NOTE—There is no penalty under this section unless the cap, glove or other part of uniform actually touches the ball.

SEC. 8. When, on any play which starts with a batted ball, the ball is overthrown into foul territory at first, third or home bases, and the ball touches any obstruction or is blocked, the runner being played shall be entitled to advance one base beyond that at which the overthrow was made and all other runners shall be entitled to the same number of bases as the man on whom the play was made. (Rule 25). Number of bases to be determined by the base occupied by each runner at the time of the pitch preceding the overthrow.

NOTE—If the ball is not blocked or does not touch an obstruction, the ball remains in play and runners may advance at their own risk as far as they can make it.

SEC. 9. If the pitcher makes an illegal delivery.

NOTE—When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, failure to touch the base to which the runner is entitled before attempting to make the next base shall forfeit his exemption from liability to be put out, and the runner may be put out by a play at the base or by tagging the runner before he returns to the base to which he was entitled.

Should the runner so put out be the batsman at first base, or any runner compelled to advance to make room for the batsman, and such out should also be the third out in an inning, such out shall have the status of a force out.

This interpretation applies to all runners advancing as the result of the batsman being awarded a base on balls, runners advancing because of interference by a fielder, and runners advancing after a batted or thrown ball has been touched by any part of a fielder's equipment when detached from its proper place.

Rule 29.—Returning To Bases

The base-runner shall return to his base without liability to be put out:

SEC. 1. If the umpire declares any foul not legally caught.

SEC. 2. If the umpire declares an illegally batted ball.

SEC. 3. If a thrown ball touches the coacher.

SEC. 4. If the umpire declares a dead ball, unless it is also the fourth ball and he is thereby forced to take the next base.

SEC. 5. If the person or clothing of the umpire, while stationed back of the bat, interferes with the catcher in attempt to throw.

SEC. 6. If a pitched ball at which the batsman strikes but misses touches any part of the batsman's person.

SEC. 7. If the umpire is struck by a fair ball before touching a fielder; in which case no base shall be run unless necessitated by the batsman becoming a base-runner, and no run shall be scored unless all bases are occupied.

SEC. 8. If the umpire declares the batsman or base-runner out for interference; in which case the base-runner shall return to the last base that was in the judgment of the umpire legally touched by him at the time of the interference.

In any and all the foregoing cases the base-runner is not required to touch the intervening bases in returning to the base to which he is legally entitled.

SEC. 9. Whenever a runner sliding into a base dislodges it from the proper position the base shall be said to follow the runner and a runner having made such a base safely shall not be out for being off such base until the runner has had opportunity to occupy such base again in proper position. (A runner who attempts to advance

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beyond the base dislodged before it is again in proper position shall forfeit this exemption).

Rule 30.—When Base-Runners Are Out

THE BASE-RUNNER IS OUT:

SEC. 1. If, having made a fair hit while a batsman, such a fair hit ball is caught by a fielder before touching the ground or any object other than a fielder, provided it be not caught in a fielder's hat, cap, protector, pocket or other part of his uniform.

SEC. 2. If, after a fair hit ball, the ball is securely held by a fielder while touching first base with any part of his person before such a base-runner touches first base.

SEC. 3. If, after a fair hit ball, he is touched with the ball in the hand of a fielder before he shall have touched first base.

NOTE—It is sufficient if the runner be touched with the hand or glove in which the ball is held.

SEC. 4. If the third strike be legally caught by a fielder before touching the ground.

SEC. 5. If, after three strikes, he is touched with the ball in the hand of a fielder before he shall have touched first base.

SEC. 6. If, after three strikes, the ball be securely held by a fielder while touching first base with any part of his person before such runner touches the base.

NOTE—Secs. 4, 5 and 6 of this Rule show how the player who was the batsman is put out after three strikes, except as shown in Sec. 7 of Rule 20. Read also Sec. 2 of Rule 27.

SEC. 7. If, in running the last half of the distance from home to first base, while the ball is being fielded to first base, he runs outside the three-foot line, as defined in Rule 3, and, in the opinion of the umpire interferes with the fielder taking the throw at first base; except that he may run outside the three-foot line to avoid a fielder attempting to field a batted ball.

NOTE—If the runner runs on or inside the base-line and in any way interferes with the play being made at first base, he should be called out. Unless there is a play at first base and an interference with that play, the runner is not called out for running outside the three-foot line.

SEC. 8. If, in running to any base, he runs more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by a ball in the hand of a fielder. But in case a fielder be occupying a base-runner's proper path in attempting to field a batted ball, then the base-runner shall run out of the direct line to the next base and behind such fielder and shall not be declared out for so doing.

NOTE—It is necessary for the runner to follow the direct line between the bases unless a fielder, in the direct line, actually has the ball in his possession. Read this Section in connection with Section 5 of Rule 28. Notice that actual possession of the ball is the controlling factor.

SEC. 9. If he fails to avoid a fielder attempting to field a batted ball in the manner described in this Rule, or in any way obstructs a fielder in attempting to field a batted ball, or intentionally interferes with a thrown ball; provided that if two or more fielders attempt to field a batted ball, and the base-runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this Rule, and shall not decide the base-runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such batted ball. If a fair hit ball goes through an infielder and hits a runner immediately back of him, the umpire must not declare the runner out for being hit by a batted ball. In making such decision the umpire must be convinced that the ball passed through the infield and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally

kicks such a hit ball, on which the infielder has missed a play, then the runner must be called out for interference.

SEC. 10. If at any time while the ball is in play he is touched by the ball in the hands of a fielder, unless some part of his person is touching the base he is entitled to occupy; provided, however, that the ball is held by the fielder after touching him, unless the base-runner deliberately knocks it out of his hand. The ball must be held firmly by the fielder after touching the runner. The ball cannot be juggled even though the fielder may retain possession of the ball and prevent same from dropping to the ground.

SEC. 11. If when a fair or foul hit ball (other than a foul tip), is legally caught by a fielder, such ball is legally held by a fielder on the base occupied by the base-runner when such ball is batted; or the base-runner is touched with the ball in the hand of a fielder; before he retouches such base after such fair or foul ball is caught; provided that the base-runner shall not be out in such case, if, after the ball is legally caught, it is delivered to bat by the pitcher before the fielder holds it on said base, or touches the base-runner out with it; but if the base-runner, in attempting to reach a base, detaches it from its fastenings before being put out, he shall be declared safe. A base-runner who holds his base on a fly ball shall have the right to advance the moment the ball touches a fielder.

NOTE—This is an appeal play and the umpire should not make any decision until his attention has been called to it and the play actually made at the base in question.

NOTE 2—An out declared under this Rule is not a force-out and when such out is the third out in an inning, any run scored before the out is actually made will count.

SEC. 12. If, when the batsman becomes a base-runner, the first base or the first and second bases, or the first, second and third bases are occupied, any base-runner so occupying a base shall cease to be entitled to hold it, and may be put out at the next base in the same manner as in running to first base, or by being touched with the ball in the hands of a fielder at any time before any base-runner following him in the batting order is put out, unless the umpire shall decide the hit of the batsman to be an infield fly.

SEC. 13. If a fair hit ball strikes him while off a base before touching or passing a fielder, and, in such case no base shall be run unless necessitated by the batsman becoming a base-runner. No other base-runner shall be put out until the umpire puts the ball back into play.

SEC. 14. If, when advancing bases, or being obliged to return to a base, unless the ball is dead, he fails to touch the intervening base or bases, if any, in regular or reverse order, as the case may be, he may be put out by the ball being held by a fielder, on any base he failed to touch, or by being touched with the ball in the hand of a fielder in the same manner as in running to first base; provided that the base-runner shall not be out in such case if the ball be delivered to the bat by the pitcher before the play is made on the runner or at the base.

NOTE—This is an appeal play and the umpire should not make any decision until his attention has been called to it and the play actually made at the base in question.

NOTE 2—An out under this section is not a force-out unless the base missed is first base, or a base to which the runner is forced to advance by reason of the batter becoming a base-runner. When such out is the third out in an inning, any run scored before the play is actually made at the base will count.

SEC. 15. If he leaves or fails to keep contact with the base which he is entitled to occupy while the pitcher has the ball in pitching position and until a legally pitched ball has left the hand of the pitcher.

NOTE—First, that this does not require the pitcher to be in full pitching position as shown in Rule 9. Second, that unless a runner has already started to advance, he must return and make contact

with the base immediately after the pitcher has both feet on the rubber with the ball in his possession. A runner who has left his base legally on a previous pitch and who is making no attempt to advance may be forced back by playing him, or he must be given a reasonable time to return. If the pitcher pitches without giving the runner sufficient time to return, it relieves the runner of the necessity of returning and he may advance as though he had left the base legally. A runner who has already started to advance cannot be stopped by the pitcher receiving the ball while on the rubber, nor by stepping onto the rubber with the ball in his possession.

SEC. 16. If, when the umpire calls "Play" after the suspension of a game, he fails to return to and touch the base he occupied when "Time" was called before touching the next base; provided that the base-runner shall not be out in such case, if the ball is delivered to the bat by the pitcher before the fielder holds it on said base or touches the base-runner with it.

SEC. 17. If with one out, or none out, and a base-runner on third base, the batsman interferes with a play being made at home plate.

SEC. 18. If he passes a preceding base-runner before such runner has been legally put out, he shall be declared out immediately.

SEC. 19. If, in the judgment of the umpire, the coacher at third base by touching or holding the runner physically assists him in returning to or leaving third base. The runner, however, shall not be declared out if no play is being made on him.

SEC. 20. The base-runner in running to first base may overrun said base after touching it in passing without incurring liability to be put for being off said base, regardless of which direction he turns, provided he returns at once and touches the base, after which he may be put out as at any other base. If, after over-running first base, he attempts to run to second base before returning to first base, he shall forfeit such exemption from liability to be put out.

NOTE—This is an appeal play and the umpire should not make any decision until his attention has been called to it and the play actually made at the base in question.

SEC. 21. If the coacher stationed near third base shall run in the direction of home base on or near the base-line while a fielder is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, or a fly ball, and thereby draws a throw to home base, the base-runner nearest to third base shall be declared out by the umpire for the coacher's interference.

SEC. 22. If one or more members of the team at bat stand or collect at or around a base for which a base-runner is trying, thereby confusing the fielding side and adding to the difficulty of making such a play, or if a member of the team at bat obstructs or interferes with any play being made upon a base-runner, the base-runner or batsman shall be called out for the interference of his team-mate or team-mates.

SEC. 23. If he runs bases in reverse order as defined in Rule 26, Sec. 2.

NOTE—Under Sections of this Rule applying to the touching of bases, it is presumed that the bases are securely fastened in position.

When a base is dislodged from its proper position it shall be replaced at the earliest possible moment. A runner who accidentally dislodges a base and runners following in the same series of plays shall not be compelled to follow a base unreasonably out of position.

Rule 31.—Scoring of Runs

SEC. 1. One run shall be scored every time a base-runner, after having legally touched the first three bases, shall legally touch the home base before three men are put out; provided, however, that if he reaches home on or during a play in which the third man is forced out or is put out before reaching first base, a run shall not count; also, if the third out is made by a preceding runner failing to touch a base a run shall not count.

NOTE 1—No run shall be scored on any play in which the third man is called out for leaving his base before a pitched ball has left the pitcher's hand.

NOTE 2—An out for leaving a base too soon on a caught fly ball is not a force-out and when an out is the third out in an inning any run scored before the out was actually made will count.

NOTE 3—In case of a runner failing to touch a base, if the base missed is the one to which a runner is forced to advance by reason of the batsman becoming a base-runner, and the out is the third out in an inning, no run scored in that series of plays will count, regardless of whether the runs were across the plate before the out was actually made.

Rule 32.—Umpires

(1) **POWERS AND DUTIES:** The umpires are the representatives of the league or organization by which they have been assigned to a particular game, and as such are authorized and required to enforce each section of these Rules. They shall have power to order a player, coach, captain or manager to do or omit to do any act which, in their judgment, is necessary to give force and effect to one or all of these Rules and to inflict penalties as herein prescribed.

(2) **SINGLE UMPIRE:** If but one umpire be assigned, his duties and jurisdiction shall extend to all points, and he shall be permitted to take his stand in any part of the field that in his opinion will best enable him to discharge his duties.

(3) **PLATE UMPIRE:** The Plate Umpire shall take his position back of the catcher; he shall have full charge of and be responsible for the proper conduct of the game. With the exception of the decisions to be made by the Base Umpire as described in Sec. 4 of this Rule, the Plate Umpire shall render all the decisions that ordinarily devolve upon a single umpire.

He shall call balls and strikes, he shall determine whether a batted ball is fair or foul, whether a fly ball has been caught, whether a batter bunts, whether a pitched ball touches the person or clothing of the batter, and whether or not a fly ball is an infield or an outfield fly.

He shall render base decisions in the following instances:

(a) If the ball is hit fair, with a runner on first, he must go to third base to make a possible decision.

(b) With more than one base occupied, he shall, on appeal, decide whether or not a runner on third leaves that base before a fly ball is caught.

(c) In case of a runner being caught between third and home, when more than one base is occupied, he shall make the decision on the runner nearest home plate; he shall have equal authority with the Base Umpire in calling a runner out for leaving his base too soon.

(4) **BASE UMPIRE:** The Base Umpire shall take such position on the playing field as in his judgment are best suited for the rendering of base decisions. He shall render all decisions at first and second base, and all decisions at third base except those to be made by the Plate Umpire in accordance with Sec. 3. He shall also have equal authority with the Plate Umpire in calling "illegal" pitches. He shall aid the Plate Umpire in every manner in enforcing the rules of the game and with the exception of declaring a forfeiture, shall have equal authority with the Plate Umpire in removing players from the game.

(5) **NO CONFLICT OF AUTHORITY:** Under no circumstances shall either umpire criticize or interfere with a decision unless asked to do so by his associate. In case the manager or captain of a team seeks a reversal of a decision, the umpire making the decision may, if he is in doubt, ask his associate for information before acting on the manager's or captain's appeal. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested an opinion of the other.

(6) **PENALTIES FOR VIOLATION:** It is the duty of Coaches to give instructions and directions to their own players. Umpires shall not permit Coaches, under subterfuge of talking to their own

players, or otherwise to make disparaging or insulting remarks to or about opposing players, officials or spectators.

In all cases of violation of Rules by a player, coach or manager, the penalty shall be prompt removal of the offender from the game and grounds. In the event of the removal of a player, coach or manager, he shall go directly to the club house and remain there during progress of the game, or leave the grounds; and a failure to do so will warrant a forfeiture of the game.

Umpires shall not permit any person connected with any team to continue to violate any Rules even though there is a penalty attached to the specific violation, and after due warning shall remove such person from the game.

(7) **CANNOT CHANGE UMPIRES:** The umpire cannot be changed during a game by the consent of the contesting clubs unless the official is incapacitated from service by injury or illness.

NOTE—There seems to be some confusion as to the authority of umpires when two or more are working.

The power and duties of both the Plate and Base Umpire are clearly set forth in the Rule and except when the Rule provides that the authority is equal each has exclusive jurisdiction in making decisions assigned to him.

There is a mistaken idea that sometimes one umpire reverses a decision made by another. There is also a mistaken idea that an umpire once having made a decision, cannot reverse that decision. It must be remembered that it is the duty of an umpire to make correct decisions, and that the speed of action and the conditions surrounding a play may make this very difficult.

If, however, an umpire finds that he has mis-called a play, it is not only his right, but his duty, to call the play correctly.

In reaching his conclusion it is his privilege to consult his associate who, at the time, may have been in better position to see just what took place. The associate may, however, only express his opinion, the final decision must rest with the umpire whose business it was to make that decision.

When an umpire finds it necessary to reverse himself, this shall be done before any succeeding play takes place.

SUSPENSION OF PLAY: When two or more umpires are working any one of them may suspend play when in his judgment conditions justify such action. The umpire suspending play shall audibly call "Time" and indicate the suspension of play by extending the arms above the head. Other umpires shall immediately acknowledge the suspension of play like action.

Umpires shall not call "Time" after the pitcher has started his windup nor while any play is in action. In case of injury to a player time shall not be called until all plays then in action are completed or the runners have been held at their bases.

Play shall be suspended whenever the plate umpire leaves his position to brush the plate or to perform other duties not directly connected with the calling of plays, and if through oversight "Time" has not been called, play shall be suspended from the time the plate umpire leaves his position and until he has resumed his position and has started play.

Umpires should be particularly careful about the suspension of play when players, coaches or managers leave their positions or encroach upon the playing field for the purpose of requesting "time out" or to dispute the calling of a play. Such action shall not be permitted to interfere with any play already in action by the opponent, and an illegal pitch shall not be called against a pitcher who halts delivery because of such action on the part of an opponent.

Whenever a batsman or a pitcher steps out of position for a legitimate reason, the umpire shall suspend play. When a batsman steps out after a pitcher is in motion, the umpire shall call a halt or a strike if the pitch is completed. Neither the pitcher nor the batsman should be permitted to continue this practice simply to annoy each other or to delay the game.

Base umpires are the assistants of the plate umpire and the plate umpire shall have the authority to determine whether the pitcher was in motion or plays were in action at the time play was suspended.

Umpires may refuse to impose the penalty for a violation when the imposition of such penalty would benefit the offending team. For example—Should the catcher interfere with the batsman in striking at a pitched ball, and the batsman so hit the ball that he and other runners advance safely on the play, the umpire may disregard the interference.

PROTESTS

SEC. 1. Protests based solely on a decision which involved accuracy of judgment on the part of an umpire shall not be received or considered.

Such matters are:

- (a) Whether a batted ball was fair or foul.
- (b) Whether a base-runner was safe or out.
- (c) Whether a pitched ball was a strike or a ball.
- (d) Whether a pitch was legal or illegal.
- (e) Whether a base-runner did or did not touch a base.
- (f) Whether a base-runner left his base too soon on a caught fly ball.
- (g) Whether a fly ball was not caught.
- (h) Whether it was, or was not an infield-fly.
- (i) Whether there was, or was not, an interference.
- (j) Whether the field is fit to continue to resume play.
- (k) Whether there is sufficient light to continue play.

Any other matter involving only the accuracy of the umpire's judgment.

SEC. 2. Protests based on the misinterpretation of a playing rule should be received and considered. Failure of an umpire to apply the proper rule to a given situation or to impose the proper penalty for a certain violation of the rules would be protestable.

SEC. 3. Protests may involve both a matter of judgment and the interpretation of a rule. For example, with one out and runners on second and third bases, the batter flied out, runner on third tagged up after the catch, the man on second did not; the runner at third crossed the plate before the ball was played at second base for the third out. The umpire did not allow the run to score. The question as to whether the runners left their bases before the catch and whether the play at second base was made before the man on third crossed the plate are solely matters of judgment and are not protestable. The failure of the umpire to allow the run to score was a misinterpretation of a playing rule and was a proper subject for protest.

SEC. 4. Whenever a matter of protest arises during a game, the captain or manager of the protesting team should immediately notify the umpires and the opponent that the game is being continued under protest. This will enable all interested parties to take notice of the conditions surrounding the making of the decision and will aid in the proper determination of the issue. This notice of intention to protest is not mandatory unless made so by league or tournament rule.

SEC. 5. In the absence of a league or tournament rule fixing the time limit for filing a protest, a protest should be considered if filed within a reasonable time, depending upon the nature of the case and the difficulty of obtaining information on which to base the protest. (Within forty-eight hours after the scheduled time of the contest is generally considered a reasonable time).

SEC. 6. A formal protest should contain the date, time and place of the game; the name of the umpire and scorer; the rule and section of the Official Rules, or local rule, under which the protest is made; the decision and conditions surrounding the making of the decisions; and all essential facts involved in the matter protested.

SEC. 7. Re-played and Forfeited Games—When a protest for the misinterpretation of a playing rule is allowed, the game should be replayed from the point at which the improper decision was made, with the decision corrected.

When a protest for ineligibility is allowed, the game should be forfeited to the opponent of the offending team.

NOTE—Highly technical protests and those which could have no effect on subsequent play or the final results of the game should be discouraged.



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Constitution and By-Laws

of the

MANITOBA SOFTBALL AND FASTBALL ASSOCIATION

As Amended April 1st, 1960

1 NAME

The Association shall be called the Manitoba Softball and Fastball Association.

2. OBJECTS

Its objects shall be to foster, improve and perpetuate the game of softball in the Province; to secure the enforcement of the rules of the game as adopted by the Association; to supervise and carry out the competitions for the Championship of Manitoba.

3. MEMBERSHIP

(a) Softball Leagues or teams willing to comply with and abide by the rules and regulations of the Association may be admitted to membership, upon application, through the Secretary-Treasurer. (Individual teams affiliated will be referred to throughout this Constitution as a League).

(b) The annual membership fees of this Association shall be as follows:

(c) Membership for Seniors—\$50.00 per league and \$2.00 per team registration.

(d) Membership for Intermediate—\$30.00 per league and \$2.00 per team registration.

(e) Membership for Junior—\$20.00 per league and \$2.00 per team registration.

(ee) All teams below Junior \$2.00 per team registration.

(f) Each league must place a Bond of \$25.00 on or before June 30 with the M.S.A. Such bond guarantee that a team from the league will participate in the M.S.A. playoffs on the dates and locations signed by the M.S.A. and if such league carries out all commitments pertaining to M.S.A. playoffs, bond will be refunded.

Any league affiliated with M.S.A. desiring to participate in the W.C.S.A. playdowns shall do so at their own expense.

(g) All leagues when applying for membership should designate in which class they wish to be entered, i.e., Senior, Intermediate, Commercial, Junior, etc.

(h) Membership fees must accompany application for affiliation and be in the hands of the secretary of his Association not later May 31st of each year.

(i) The President, Vice-President or any executive member has power at any time to ask any team to prove the status of any player after June 30th in each year.

4. OFFICERS

The Officers of this Association shall consist of an Honorary President, Honorary Vice-President, Immediate Past President, President, Vice-President, Secretary-Treasurer and Executive Committee, which is comprised of Immediate Past President, President, 1st Vice-President, 2nd Vice-President, Secretary-Treasurer and one, but not more than one member from each league.

5. MEETINGS

(a) The books of the Secretary-Treasurer of this Association will close on September 30th of each year, on which date all monies due the Manitoba Softball Association are to be in the hands of the Secretary-Treasurer. The books are to be audited by an Audit Committee and the Annual meeting of this Association shall be held at the call of the President not later than October 31st of

each year and the Semi-Annual Meeting of this Association is to be held at the call of the President not later than March 31st of the following year.

(b) At the Annual Meeting and all General Meetings, each league shall be entitled to two votes. Further that only the executive Committee, representative and delegate or alternate delegate shall have the power to vote.

(c) No delegate shall be admitted to the meetings unless he presents to the Credentials Committee, appointed by the President before the opening of the meeting, a certificate of his appointment signed by the President or Secretary of his League.

(d) Any League may be represented by proxy but no proxy may represent more than one League. A delegate may represent any number of leagues of any single city, town, or village, but a delegate who does not reside in the same city, town or village as the League he represents, may represent only one League.

(e) The President may call a special meeting at any time and must do so on the requisition in writing of three Leagues of the Association. At all General Meetings five delegates shall form a quorum. Notices calling General Meetings shall be sent out at least five days beforehand. Due Notice of the business to come before each meeting, both general and executive, shall be given in writing by the Secretary to all those qualified to attend.

(f) In balloting for members of the Executive Committee, each delegate shall vote for five names and no less, and any ballots which contain less than five names shall not be counted.

(g) Not including the officers of the Manitoba Softball Association, no League shall have more than one representative on the Executive Committee.

(h) No member of the Executive Committee shall be eligible to serve on any Committee in connection with any protest or question involving directly or indirectly, the club he represents.

(i) All questions shall be decided by a majority vote, the President voting only in case of a tie; except that in amendments to the constitution a two-thirds vote is required.

(j) The order of business at the annual meetings of the Association shall be:

- (1) Reading of Credentials.
- (2) Reading of Minutes of last Annual Meeting and special General Meetings.
- (3) Report of Secretary-Treasurer.
- (4) President's Address.
- (5) Reading of Correspondence.
- (6) Report of Executive Committee.
- (7) Report of Special Committee.
- (8) Amendments of Constitution.
- (9) General Business.
- (10) Election of Officers.
- (11) Two representatives and alternate representatives are to be elected as representatives to the Western Canada Softball Association.

The election of delegates to the W.C.S.A. annual meeting shall be voted on at the semi-annual meeting to be held on March 31st.

6. POWERS AND DUTIES OF THE OFFICERS

(a) The President shall preside at all meetings of the Association, Executive and Registration Committee. He shall have a vote if a delegate and also a casting vote in case of a tie. He shall generally perform the duties usual to the office of President, and may at his discretion order the calling of special meetings of this Association or its Committees.

(b) The President shall exercise, in addition to his own powers conferred on him by the Constitution, all duties and powers to the Executive Committee when it is impossible for him to obtain a vote of his Executive Committee in case of emergency.

(c) The President shall have the power to suspend summarily,

any player for ungentlemanly conduct on or off the field or for abusive language to any of the officials, such suspension to be effective for one game until and unless otherwise decided by the Executive. (The President may suspend, but he must report to the Executive if he thinks one game not enough penalty).

(d) The Vice-President shall, in the absence of the President, have all the powers and perform all the duties of the President.

(e) The President or Vice-President shall arrange umpires in the territory over which he has control.

(f) The Secretary-Treasurer shall record the individual player's registration and grant certificates when necessary; report the minutes of all meetings of the Association and of the Executive, and be Executive Officer of the Association, to allot umpires for the District games on the instructions of the President and Vice-President respectively.

(g) The Secretary-Treasurer shall, as soon as possible after June 30th, notify the individual teams advising them of players of their own team registered with the Association, said team to have fifteen days after Secretary sends out lists to rectify any possible error.

(h) The President, Vice-President, and Secretary-Treasurer shall act as the finance committee.

7. DUTIES AND POWERS OF THE EXECUTIVE COMMITTEE

(a) To conduct the business of the Association, authorizing all expenditures in connection therewith.

(b) To fill vacancies that may occur on the Executive.

(c) To suspend or expel any League, team or player refusing to obey the ruling of the Executive.

(d) To re-admit by a majority vote of the Executive, any League, team or player under suspension.

(e) To amend or alter the regulations governing the Championship Competition.

(f) To suspend or expel any League, member or player for proven foul play or for unfair or unsportsmanlike conduct, individually or collectively, at any place where a softball game is played or at any meeting in the interest of the game; for negligence to pay assessments or for any persistent infringement of the laws of the game or the rules of the Association. The President or any member of the Executive may, at any time, bring to the notice of the Executive, for their attention, any matters pertaining to the action or conduct of any affiliated player, team or League considered not in the best interests of softball. All teams and Leagues affiliated with this Association immediately come under the jurisdiction of this body. The Executive shall take under consideration and deal with any appeal received from any League or club, accompanied with a fee of \$10.00, which will be returned less expenses incurred by the Executive in the event appeal is granted.

(g) To control the matches of the Championship Competitions, Senior, Intermediate, Commercial, Junior and any other classes that are affiliated.

(h) To settle all questions not provided for in the regulations of Championship Competition. Forty eight hours' notice of the hour and place appointed for the consideration of such questions shall be given by the Secretary to each club interested.

(i) To make such division of the Province as may seem to them to be in the best interests of the game.

(j) To place teams in whatever Division it may deem best in the interest of the Association, at the discretion of the President and Vice-President in their respective territories.

8. AMENDMENTS

(a) Neither the Constitution of the Association nor the rules of the game shall be altered or amended except at Annual or General Meetings of the Association. No change shall be made except on a two-thirds favorable vote of the delegates present and voting.

9. REGISTRATION

(a) Each team shall have registered not less than nine (9) nor more than sixteen (16) players at any one time.

(b) The individual players of all affiliated Leagues must be registered with this Association on or before June 30th of each year.

(c) Each league must furnish, on duplicate cards supplied by the Association, individual signatures of all registered players, one copy to be returned to the Secretary of the League from which they are received and one retained by the Association Secretary.

(d) No player shall be allowed to register with more than one club during the season unless first released by the club with whom he first signed.

(e) Registration of players for playoffs in the M.S.A. are for the current year only.

(f) All players registered with the Provincial Association must play in not less than three regular scheduled League games during the season with team whom they are signed by.

(g) Junior age limit must be under 20 years by July 1st current year. Juvenile age limit must be under 17 years by July 1st of current year. Midget age limit must be under 14 years by July 1st of current year. Proof of age to be produced if requested.

(h) All players registered with the Association must be resident of the city or district in which they are registered on and after June 30th of the current year.

10. GENERAL

(a) All Provincial finals shall be completed by July 1st or as soon thereafter as circumstances permit. After all League schedules are drawn they are so be submitted to the President or Vice-President for approval before publication. All registered Leagues and Playoffs are to be governed by this rule and regulation.

(b) The playing rules as outlined in the Manitoba Softball Annual shall govern in all Leagues and Championship games.

(c) This Association, through its Executive, reserves the right to refuse any applications for affiliation in M.S.A.

(d) The Secretary-Treasurer shall be Bonded in such amounts expense of said Bonding to be paid by the Association.

(e) The Secretary-Treasurer shall be granted a suitable honorarium from year to year as funds permit.

(f) All Senior teams affiliated with this Association that are fully uniformed shall wear numbers on their sweaters.

(g) Games may be played under flood lights wherever available.

(h) 1. The Secretary-Treasurer shall notify the Executive under supervision of the President or Vice-President in their respective territory, shall draw up all playoff schedules, semi-final and final

2. The Secretary-Treasurer shall notify the Executive of all affiliated leagues as to the dates and places on which semi-final and final playoffs will take place. Such notice of said playoffs are to be mailed by the Secretary-Treasurer to the executives concerned at least fifteen days before the date of the first playoff game between any two leagues.

3. Any team or league which does not or cannot comply with playoff regulations is thereby suspended from further competition.

11. CHAMPIONSHIPS

(a) The Association shall, in so far as possible conduct and assist the different League winners to meet and play off to determine the Manitoba Championship.

(b) In Championship games the home club shall arrange for suitable grounds and provide other than umpires.

The M.S.A. shall arrange for suitable grounds for provincial semi-finals and finals.

In all Provincial semi-finals and finals the M.S.A. will collect 10% of gross gate, and after expenses pertaining to the game have been deducted, the home team will take $\frac{2}{3}$ of balance and $\frac{1}{3}$ will go to the visiting team, irrespective of zone.

In the event that the M.S.A. sends an official to handle the series, such expense shall be borne by the M.S.A.

12. PROTESTS

(a) All protest Committees shall be arranged by the President or Vice-President for games protested in their area, and shall consist of three members.

(b) All protests filed under the Manitoba Constitution and By-laws or the Manitoba playing rules, must be submitted to the Secretary-Treasurer under whose Jurisdiction the infraction of the Manitoba Softball Constitution and By-laws or the Manitoba playing rules occurred.

(c) All protests must be submitted in triplicate by registered mail and signed by the team manager, post marked not later than twenty-four (24) hours after an offence.

(d) All protests must state the clause of the constitution, or the rule, under which protest is filed and also contain supporting evidence.

(e) Upon receipt of a protest by the Secretary-Treasurer, one copy must be forwarded by registered mail within at least twelve (12) hours to the manager of the team protested against, and one copy to the President of the executive body administering the constitution and by-laws, or playing rules at the time of the infraction thereof.

(f) The Manager of the team protested against must file evidence in defence of the protest served on him in triplicate within twenty-four (24) hours. Both the team lodging the protest and the team filing defence shall accompany their respective submissions with bank draft or money order in the sum of \$10.00. If the protest is lost, the team lodging the protest shall forfeit to the Association their protest fee of \$10.00, but if the protest is upheld and won the team filling the defence shall forfeit their fee of \$10.00.

(g) Any ruling of a protest Committee shall affect only the game protested and succeeding games.

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THE GOLDEN RULES OF SPORT

1. Play the game for the game's sake.
2. Be generous in winning.
3. Be gracefull in losing.
4. Be fair at all times, no matter
what the cost.
5. Be obedient to the rules.
6. Work for the good of the team.
7. Accept gracefully the decision of
the officials.
8. Believe in the honesty of your
opponents.
9. Conduct yourself at all times with
honor and dignity.
10. Recognize and applaud honestly
and whole-heartedly the efforts
of your team-mates or opponents
regardless of color, creed or race.

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